

March 18, 1980

LB 276, 279, 739, 793,
LB 308, 801, 958, 958A, 899

SPEAKER MARVEL: Do you want to start with the roll call then? Okay, call the roll.

CLERK: (Read roll call vote as found on page 1259 of the Legislative Journal.) 19 ayes, 25 nays, Mr. President, on the motion to reconsider.

SPEAKER MARVEL: Motion lost. The Call is raised. We have some time left and I think we will start on General File and pass over the first three bills and start, Senator Kremer, with LB 739 on General File.

CLERK: Mr. President, if I may, very quickly before we get to that, your committee on Banking, Commerce and Insurance whose chairman is Senator DeCamp to whom is referred LB 899 instructs me to report the same back to the Legislature with the recommendation it be advanced to General File with amendments. That is signed by Senator DeCamp as chairman.

Mr. President, your Enrolling Clerk respectfully reports that she has on this day at 11:28 a.m. presented to the Governor for his approval the following bills: 276, 279, 801, 793, 958 and 958A.

Senator Koch would like to print amentments to LB 694, Mr. President.

SPEAKER MARVEL: Okay, are you ready for 739?

CLERK: Yes, sir. Mr. President, LB 739 was introduced by Senator Kremer. (Read title.) The bill was first read on January 14 of this year. It was referred to the Public Works Committee for public hearing. The bill was advanced to General File. There are committee amendments pending by the Public Works Committee, chaired by Senator Kremer.

SPEAKER MARVEL: Senator Kremer.

SENATOR KREMER: Mr. Chairman, I believe we are addressing the committee amendments.

SPEAKER MARVEL: The committee amendments, yes, sir.

SENATOR KREMER: The original bill provided for the extension of the life of the groundwater conservancy district and they were supposed to phase out in 1982, extended their life three years. The committee amendment extended the life of the groundwater conservancy district for five years rather than three. Those are the amendments. I move for their adoption.